

STEEL PANTHERS II

MODERN BATTLES

READ ME FIRST!

We know you're anxious to begin STEEL PANTHERS II: MODERN BATTLES, but before you do, please be sure that your system meets the following minimum system requirements:

- 486 DX/66 MHz IBM PC or compatible (Pentium® recommended)
- 8 MB of RAM (16 MB for PBEM replay)
- MS-DOS 6.22 +
- An **Uncompressed** hard drive with **12 MB free**
- A **2X** CD-ROM drive
- An SVGA video adapter with 1 MB of RAM and a Color SVGA Monitor
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher

MEMORY REQUIREMENTS

The minimum amount of conventional RAM required is:

400,000 BYTES OF FREE CONVENTIONAL RAM

6,800,000 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 540K equals 552,960 bytes.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

NOTICE

Several changes were made to the game after the User Manual was printed. Refer to the README.TXT file for complete listings of up to date information.

INSTALLING THE GAME

Note: You must install game files to your hard drive and have the **STEEL PANTHERS II: MODERN BATTLES CD** in your CD-ROM drive to play this game.

1. To install the game, place the **STEEL PANTHERS II: MODERN BATTLES CD** in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.

Minimum install: Good game speed (10 Mb)	A
Medium install: Game runs faster (30Mb)	B
Maximum install: Fastest performance (110 Mb)	C

3. Note any unmet requirements, then press Enter to continue the installation.
4. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 6.22 +.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the drive and current directory to the game's directory. For example, to change to the default drive and directory you would type **C:** and press Enter, then type **CD\Steel2** and press Enter.
4. Type **Steel2** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the User Manual. Any notes regarding changes to the game made after the User Manual was printed, or any rules errata can be found after the "Troubleshooting" section. Some changes were made too late to include in this data card. Please read the **README.TXT** file in your game directory for more information.

COPY PROTECTION

STEEL PANTHERS II: MODERN BATTLES has no copy protection, however, the CD must be in your CD-ROM drive to play the game.

SAVING GAMES

STEEL PANTHERS II: MODERN BATTLES requires space on your hard drive for saved games and temporary files. You need a minimum of **3 MB** free on your hard drive. Each saved game can take up to **3 MB** bytes of hard drive space.

WINDOWS® 95 DISCLAIMER

If you run **STEEL PANTHERS II: MODERN BATTLES** through the Windows 95 environment, the game may lock up at random times and may run substantially slower. We recommend that you run **STEEL PANTHERS II: MODERN BATTLES** in DOS mode, but if you are going to run in Windows 95, you must make sure no other applications are running, and your screen saver is turned off. Running **STEEL PANTHERS II: MODERN BATTLES** under Windows 95 on a system with less than 12 MB of RAM is not recommended.

This section provides you with s

MEMORY ISSUES

This game requires **400,000** bytes of free base memory. See page 2 of this data card to find out if your system has enough free base memory, or it may crash after startup or during play. The program can result in corrupt

HOW TO MAKE A BOOT DISK

You can free more memory with a boot disk. A boot disk is a disk with a configuration without possible side effects.

1. Place a blank disk in your A: drive. The blank disk must be your A: drive.
2. Place your **STEEL PANTHERS II: MODERN BATTLES CD** in your CD-ROM drive.
3. Change the active drive to the C: drive.
4. Type **BOOT** and press Enter.
5. Follow the on-screen prompts.
6. Add the appropriate drivers to the **C:\CONFIG.SYS** and **C:\AUTOEXEC.BAT** files.

To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive.
2. Reboot your machine (**Ctrl-A**).

After your machine reboots, you will be prompted to type **CD\Steel2**. Type **Steel2** and press Enter, then type **CD\Steel2**.

This procedure works for most systems. If you have a non-standard mouse driver or operating system, you may experience problems using this procedure. (Note: This procedure may not work on all systems.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A:.
2. From the C:\ prompt type **FORMAT A: /S**.
3. Go to the A:\ drive by typing **A:**.
4. Type **EDIT CONFIG.SYS** and press Enter. Edit the lines just as they appear in the User Manual. (Choose "Save", not "Save As".)
5. Type **EDIT AUTOEXEC.BAT** and press Enter. Edit the lines just as they appear in the User Manual. (Choose "Save", not "Save As".)

Sample files:

```
CONFIG.SYS
DEVICE=C:\WINDOWS\HIMEM.SYS
DOS=HIGH,UMB
FILES=25
BUFFERS=25
```


TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY ISSUES

This game requires **400,000** bytes of **free conventional** memory to run. Read the front page of this data card to find out how to check your free RAM. If your system does not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

1. Place a blank disk in your A: drive and the game CD in the CD-ROM drive. (Note: the blank disk must be your A: drive to operate properly.)
2. Place your STEEL PANTHERS II: MODERN BATTLES CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **BOOT** and press Enter.
5. Follow the on-screen prompts until you return to the "D:\>" prompt.
6. Add the appropriate drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive and the game CD in the CD-ROM drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself at the A:\> prompt. Type **C:** and press Enter, then type **CD\Steel2**. Type **Steel2** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a non-standard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C:\> prompt type **FORMAT A:/S** and press Enter.
3. Go to the A:\> drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS which follows. Save this file (choose "Save", not "Save As"), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT which follows. Save this file (choose "Save", not "Save As"), and exit.

Sample files:

CONFIG.SYS

```
DEVICE=C:\WINDOWS\HIMEM.SYS
DOS=HIGH,UMB
FILES=25
BUFFERS=25
```

AUTOEXEC.BAT

```
PATH=C:\;C:\WINDOWS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
```

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To Create a Boot Disk Manually (continued)

NOTE: If your machine has no form of Windows present, replace C:\WINDOWS with C:\DOS in the "DEVICE=..." statements in the sample CONFIG.SYS file listed above.

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, the Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

CD-ROM drivers may appear as follows:

CONFIG.SYS	DEVICE=C:\CDROM\CDROM.SYS /D:MSCD001
AUTOEXEC.BAT	C:\WINDOWS\MSCDEX.EXE /D:MSCD001

Note: The operating system looks for the /D: to match CD-ROM drivers in the CONFIG.SYS and AUTOEXEC.BAT files.

To Start the Game with This Boot Disk:

1. Place your boot disk in your A: drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or press the reset button).
3. From the A:\ prompt, type **C:** and press Enter to make the hard disk containing the game the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\Steel2** and press Enter.
5. Type **Steel2** and press Enter to start the game.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, you may need to consult your mouse user's guide for the location and name of your particular driver software.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

VIDEO CARDS/VESA DRIVERS

The following video cards are supported: *Cirrus (Cirrus Logic); Diamond (many cards, may require individual drivers); Matrox, S3*

If you are experiencing any problem with your video/VESA driver, type **VINSTALL** from the game directory and follow the on-screen prompts. VINSTALL attempts to select a VESA driver specific to your video card; if it cannot find one, it selects a universal VESA driver that should work on most video cards. Should the VESA driver selected by VINSTALL fail to work, a VESA driver specific to your video card must be obtained from the card's manufacturer.

SOUND CARDS

The following sound cards are supported: *SoundBlaster Pro II*; *SoundBlaster Regular*; *Vibra 16*; *Ensoniq Soundwave*; *Soundblaster 16*

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game now runs normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose "NO" when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still does not run, consult the manual that came with your sound card for diagnostic procedures.

**TOLL-FREE REGISTRATION AND TECHNICAL SUPPORT FOR
Steel Panthers II: Modern Battles
SSI IS OFFERING 3 DAYS OF TOLL-FREE TECH SUPPORT WHEN YOU
REGISTER YOUR GAME!!**

TOLL-FREE TECHNICAL SUPPORT

Call the **888** number found on the jewel case containing the game CD to register your game and receive technical support. By calling this number and registering your product you will receive 3 days of toll-free support and the opportunity to have informational documents faxed to you at no charge! Our tech support staff is available Monday through Friday from 11AM to 5PM, Pacific time (holidays excluded). The toll-free number is available 24 hours/day, 7 days/week. When our staff is not available you can still receive fax documents and recorded information!

And, after you've begun playing STEEL PANTHERS II: MODERN BATTLES, if you call the toll-free number on your CD case and complete the customer feedback survey, you'll qualify for \$10.00 off any SSI game when you order from SSI Direct Sales! This is your opportunity to help us make the games you want to play!

Please note: Because of this special toll-free program for STEEL PANTHERS II: MODERN BATTLES, you will not be able to receive tech support from a phone number other than the number on your jewel case, so please keep the case handy. You can still contact us using any of the email addresses listed on this data card or at our web site:

[http:// www.ssionline.com](http://www.ssionline.com)

If you are having problems, please consult the "Troubleshooting" section of this data card before contacting SSI Technical Support. We've put many of the solutions to the most common problems in that area of the data card. If you are sure that you meet the minimum system requirements and the game still does not run, you should be sure that you are using the latest drivers for your system.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

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TOLL-FREE TECHNICAL SUPPORT

Because of the millions of different hardware configurations on today's PCs, you may still have to contact your hardware manufacturer, or software publisher to make sure our game will work.

**You may also need to get the latest
ROM drivers before the game will**

Fax: 1-408-737-6814 Attn: SSI
E-mail: ssitechsup@mindscap.com
stratsim@aol.com
76711.250@compuserve.com

If the game about which you are inquiring is not running, you may want to contact one of our online resources before contacting SSI Technical Support for information about where the latest drivers can be found.

SSI BBS

We have a BBS containing patch files, demo versions, as well as product demonstrations.

If you have a 9600 – 33.6K baud modem, call (408) 739-6814. If you have a 33.6K baud modem, call (408) 739-6814. Set to N,8,1 and your modem must be able to use modem speeds up to 33.6K.

Canadian customers using 2400 – 14400 baud modems, call (403) 473-9472. Instant Access, at (403) 473-9472 for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently online on CompuServe and America Online. For more information on these networks and as stated below.

World Wide Web

<http://www.ssionline.com>

America Online

E-Mail: Stratsim

SSI Files/Discussion can be found at

CompuServe

E-Mail: 76711,250

SSI Files/Discussion can be found at

TOLL-FREE TECHNICAL SUPPORT (continued)

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work.

You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

Fax: 1-408-737-6814 **Attn: Technical Support**
E-mail: ssitechsupt@mindscape.com
stratsim@aol.com
76711.250@compuserve.com

If the game about which you are inquiring has been out for more than 90 days, you'll also want to contact one of our online resources to be sure you are running the latest version of the game before contacting SSI Technical Support. Please see the SSI ONLINE section for information about where the latest patches and updates can be found.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600 – 33.6K baud modem, call (408) 739-6137. If you have a 2400 – 33.6K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

Canadian customers using 2400 – 14.4K modems can call our Canadian Affiliate board, Instant Access, at (403) 473-9131, (403) 476-2088, (403) 473-2025, or (403) 472-0178 for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on two online networks: CompuServe and America Online. You can reach us on the World Wide Web and these networks and as stated below:

World Wide Web

<http://www.ssionline.com>

America Online

E-Mail: Stratsim

SSI Files/Discussion can be found at Keyword: SSI

CompuServe

E-Mail: 76711,250

SSI Files/Discussion can be found at **GO SSIFORUM**



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